

Aleem Isiaka *Software Engineer*

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PROFILE

A Software Engineer with nearly a decade of hands-on experience, and a thorough proficiency in tech platforms including web, servers, and hardware systems.

Led distributed teams to deliver high-quality products with precision. Achieved an average of 50% reduction in response times to less than 0.3s from 0.9s, an 80% improvement in data quality in software products, and reduced development team friction using agile methodologies.

Consistently solving complex problems, leveraging existing solutions and technologies, and merging end-user satisfaction with business goals.

SKILLS

Cloud Platforms (AWS, Azure, GCP, Cloudflare) | **Containerization & Orchestration** (Kubernetes (CKAD Certified 📄)) | **Infrastructure as Code** (Terraform (Certified 📄), Ansible, Puppet) | **CI/CD** (GitHub Actions, GitLab CI, Jenkins, CircleCI) | **Monitoring & Logging** (Prometheus (Certified 📄), Grafana, ELK stack, Splunk, Datadog) | **Service Mesh** (Istio, Consul, Envoy, Linkerd) | **Programming** (Node.js, Go, Python, Bash) | **Databases** (MongoDB, PostgreSQL, Redis) | **Version Control** (GitHub, GitLab)

EXPERIENCE

MC² Finance

October 2024 – present
Zug, Switzerland

Senior Software Engineer 📄

- Implementation of Albert AI - The AI agent for the company's product.
- Designed and developed an alert system using Cloudflare, keeping the different users of the application updated on the current price updates of their chosen assets
- Implemented app optimization strategy on NuxtJS, reducing the frontend bundle size by 10%, and improving the build time by 15% from 5 minutes to 3 minutes.
- Designed and implemented user engagement features (AI insights generation, following system) for various assets and portfolios on the platform, which enhances observability for users and increases user engagement.

Onboardbase

June 2023 – October 2024
California, US

Senior Software Engineer 📄


- Developed a session-based encryption mechanism, achieving a significant 95% decrease in unauthorized access incidents, fortifying sensitive data protection.
- Led the development of SDK and CLI client components, boosting development efficiency by a notable 60%.
- Provisioned a highly scalable, available infrastructure, reducing latency by an impressive 80% and enabling a throughput of over 10,000 RPS.
- Created seamless CI/CD pipelines on Gitlab for the company's services (web apps, backend APIs/CLI tools) and ensured an average of 98% uptime.
- Proposed an accepted optimization process, reducing API latency from 10s to 0.5s.

Oasis Living


August 2021 – July 2023 | London, UK

Senior Software Engineer 📄


- Enhanced Google's geolocation APIs, yielding a 50% faster response time and an impressive 80% boost in data quality for a React JS/Python web app.
- Optimized Landlord/Tenant web apps, achieving a remarkable 99% augmentation in user experience through advanced optimization methodologies.
- Implemented Jest and Cypress automated tests in Typescript React, leading to a substantial 95% drop in critical bugs.
- Pioneered comprehensive technical documentation via Confluence Pages and Markdown files, resulting in 30% faster onboarding and enhanced team collaboration.
- Established an efficient CI/CD pipeline on CircleCI and Logging through Datadog, reducing deployment time by 40%.

uduX June 2022 – January 2023
Lead Software Engineer - Contract  Lagos, Nigeria

- Engineered CLI tools using Golang and bash scripting, resulting in a substantial 90% reduction in processing time for DDEX manifest conversion.
- Led a team of six developers in re-engineering and developing the company's streaming product, following SDLC and agile methodologies.
- Designed and implemented a fault-tolerant runtime environment leveraging cloud services, culminating in an 80% increase in system availability.
- Spearheaded optimization efforts, reducing API latency from 10s to 0.9s.

Josplay June 2020 – July 2021 | Lagos, Nigeria
Software Engineer 

- Engineered high-performance microservices with K8s clusters, enabling >10K streaming RPS on Google Cloud Platform.
- Orchestrated a robust product release pipeline ensuring a safe, efficient, and fault-tolerant CI/CD pipeline using Travis CircleCI and Github.
- Led inclusive team practices for improved code reviews and adherence to engineering best practices.
- Innovated a relay radio service with background AI for uninterrupted music suggestions and playback.
- Implemented highly compatible HLS media player, ensuring optimal streaming experience in 90% of web/mobile browsers.
- Engineered an efficient multi-format music player supporting MP3 and HLS, with a 99% success rate for high availability and quality.

EconnectNP July 2019 – June 2020 | Lagos, Nigeria
Software Engineer 


- Designed and implemented social streaming services catering to >2,500 active users.
- Orchestrated the entire woozeee product development, adhering to a complete SDLC.
- Engineered server infrastructures, serving over 5,000 RPS.
- Integrated a 99% uptime system with third-party services for diverse woozeee ecosystem users.
- Installed custom hardware for self-serving kiosk peripherals, enhancing user accessibility.

EDUCATION


Bsc. Computer Science Ilorin, Nigeria
Kwara State University 

HND Mech. Engineering Lagos, Nigeria
Lagos State Polytechnic

PUBLICATIONS


<https://logrocket.com> 
Logrocket
<https://blog.logrocket.com/using-firebase-cloud-messaging-as-a-pub-sub-service/>


<https://smashingmagazine.com> 
SmashingMagazine
<https://www.smashingmagazine.com/2020/04/nodejs-internals/>

Limistah's Blog 
Self Published
<https://limistah.dev/posts/imparative-declarative-coding/>
<https://limistah.dev/posts/go-const/>

PROJECTS

Clio  January 2023 – present
This is a personal project that documents my readings on research papers, journals and popular books.

Object Spread  February 2018 – present
The projects span frontend, backend, and utility libraries. I run to them to speed up my development work, as techniques are repetitive. ObjectSpread makes the solutions available to the public.

WitOps  January 2023 – present
WitOps is a smarter way to do Ops in development. It aims to teach DevOps/SRE and provide a framework for anyone interested in getting software to the end user through automation.